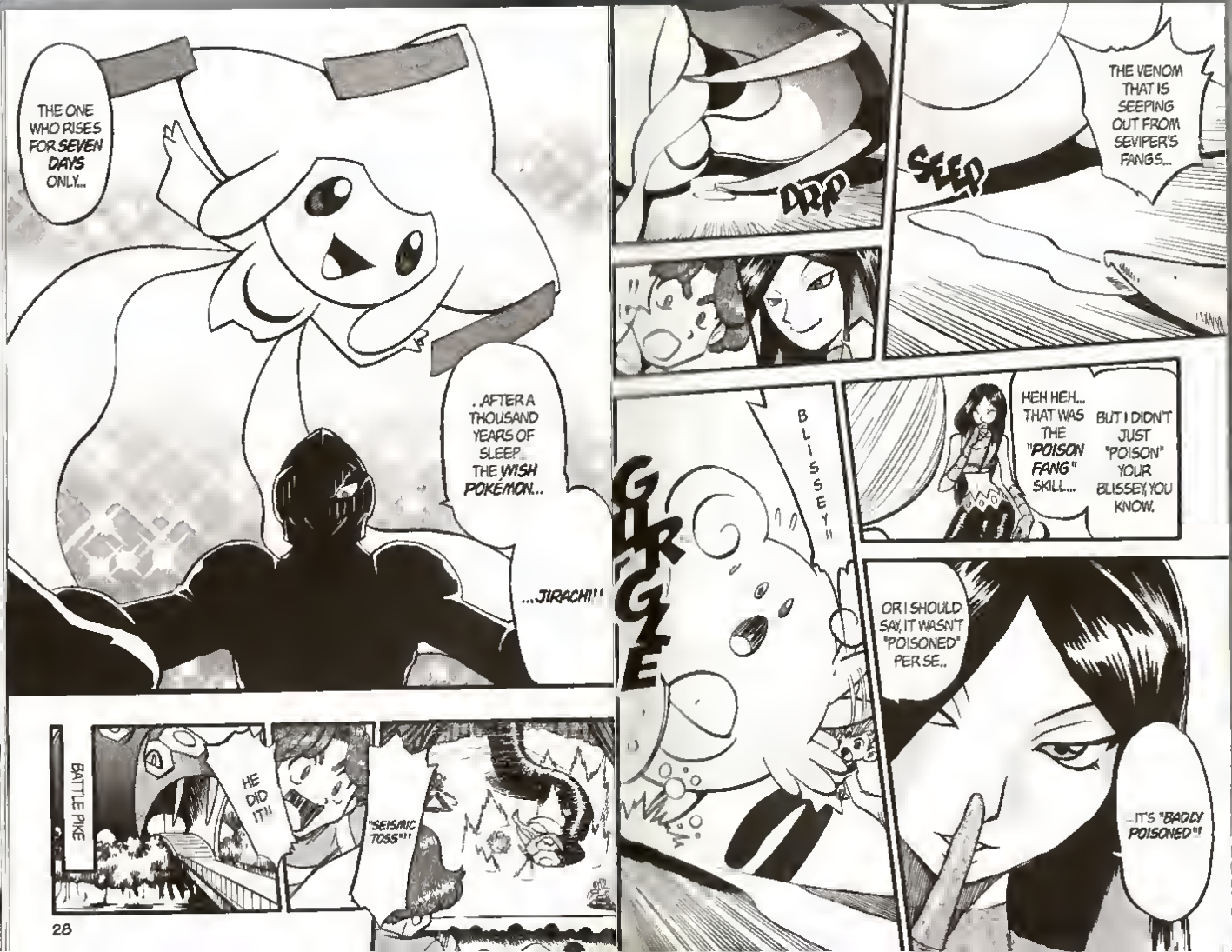
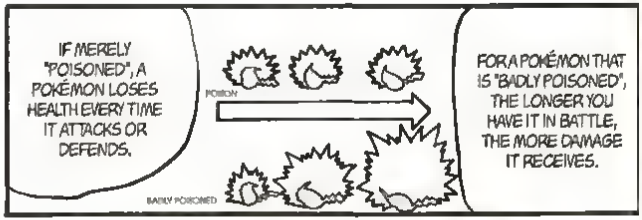
310

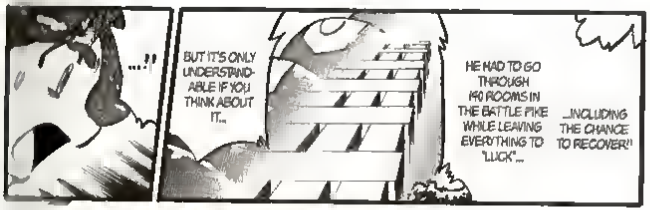
VS. SHUCKLE

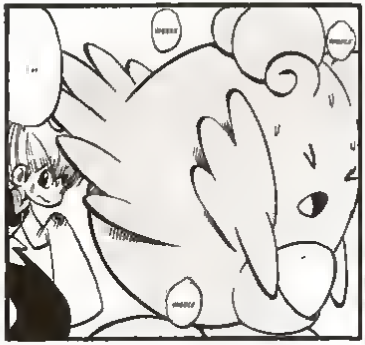
POCKET MONSTER SPECIAL THE SIXTH CHAPTER EMERALD

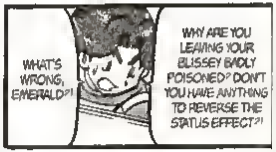
FACTORY HEAD NOLAND
THE FRONTIER BRAIN OF "KNOWLEDGE" WHO USES RENTAL POKÉMON
YOU SHALL HELP ME...
...FULFILL MY WISH...
...OF CAPTURING THAT POKÉMON
THUD

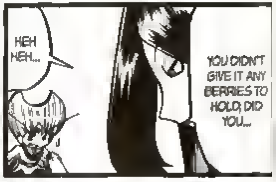

THE ONE WHO RISES FOR SEVEN DAYS ONLY...
...AFTER A THOUSAND YEARS OF SLEEP... THE WISH POKÉMON...
...JIRACHI!!
BATTLE PIKE
HE DID IT!!
"SEISMIC TOSS"!!!
DRP
SLEEP
THE VENOM THAT IS SEEPING OUT FROM SEVIPER'S FANGS...
HEH HEH... THAT WAS THE "POISON FANG" SKILL...
BUT I DIDN'T JUST "POISON" YOUR BLISSEY, YOU KNOW.
GIRGE
BLISSEY!!
OR I SHOULD SAY, IT WASN'T "POISONED" PER SE..
...IT'S "BADLY POISONED"!!


IF MERELY "POISONED", A POKÉMON LOSES HEALTH EVERY TIME IT ATTACKS OR DEFENDS.
POISON
BADLY POISONED
FOR A POKÉMON THAT IS "BADLY POISONED", THE LONGER YOU HAVE IT IN BATTLE, THE MORE DAMAGE IT RECEIVES.


...!!
BUT IT'S ONLY UNDERSTANDABLE IF YOU THINK ABOUT IT...
HE HAD TO GO THROUGH 140 ROOMS IN THE BATTLE PIKE WHILE LEAVING EVERYTHING TO "LUCK"...
...INCLUDING THE CHANCE TO RECOVER!!

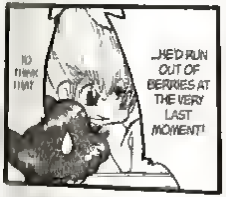

...
WHOOSH
WHOOSH
WHOOSH


WHAT'S WRONG, EMERALD?!
WHY ARE YOU LEAVING YOUR BLISSEY BADLY POISONED? DON'T YOU HAVE ANYTHING TO REVERSE THE STATUS EFFECT?!

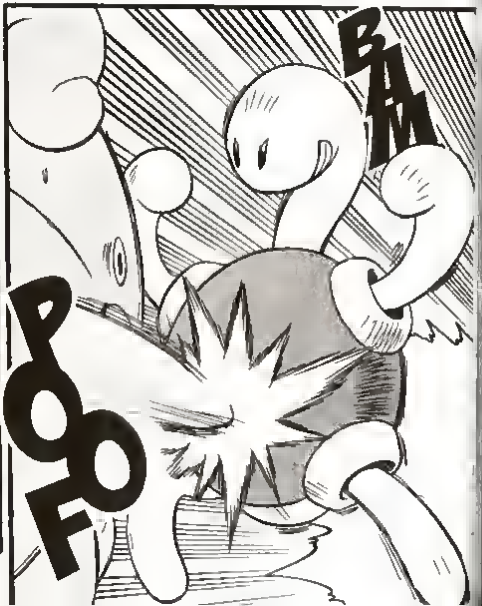

HEH HEH...
YOU DIDN'T GIVE IT ANY BERRIES TO HOLD, DID YOU...

IT'S BEEN MORE THAN EIGHT HOURS SINCE EMERALD STARTED HIS CHALLENGE...
THE REFEREES ARE BETTING RELENTLESSLY AGAIN...
...OF THE 70 OR SO ROOMS HE'S HAD TO GO THROUGH, MANY OF THEM INFLICTED NEGATIVE STATUS EFFECTS ON HIS POKÉMON THAT EMERALD HAD TO MAKE HIS POKÉMON HOLD ONTO NEW BERRIES EVERY TIME HE COMPLETED A SET!

YEAH...
...OR RATHER, I DON'T HAVE ANY BERRIES LEFT!
I WANTED IT TO HOLD ON TO THE PECHA BERRY, BUT I ALREADY USED UP THE LAST ONE IN THE PREVIOUS ROOM!


TO THINK THAT...
...HE'D RUN OUT OF BERRIES AT THE VERY LAST MOMENT!

WHO CARES ABOUT THAT! I'LL JUST HAVE TO DEFEAT THE ENEMY BEFORE BLISSEY RUNS OUT OF HEALTH, THAT'S ALL!


BAM
POOF

SO YOU EXCHANGED IT FOR SHUCKLE!!
SHUCKLE'S STRONG DEFENSE IS ITS MOST POWERFUL WEAPON!
IT'LL BE ABLE TO WITHSTAND ANY SORT OF ATTACK YOU THROW AT IT!!
POOF
TIME FOR ME TO EXCHANGE TOO, THEN!
SHRINK
STARMIE!!
A WATER-TYPE POKÉMON AGAINST THE ROCK-TYPE SHUCKLE! GOOD MOVE!!
THIS IS A GREAT CHANCE FOR YOU TO BRING IT DOWN IN ONE SHOT, EMERALD!!
SHE'S NOT LETTING EMERALD HAVE HIS WAY AT ALL...
GUESS SHE'S NOT A FRONTIER BRAIN AND PIKE QUEEN FOR NOTHING!
WHAT THE...?!
STEAM-ROLL IT!!
STARMIE'S BEEN "POISONED" TOO?!
WOBBLE
WOBBLE
THAT SHUCKLE OF HERS USES "TOXIC" AS WELL?!
SWOOSH
?!
IT'S USING "PROTECT", HUH?!
RATTLE
RATTLE
RATTLE
SWOOSH
SWOOSH
"SURF" !!
• KNOCK OUT •
SHUCKLE ♀ BUG / ROCK
ABILITY: STURDY
• TOXIC • PROTECT
• SANDSTORM • ROCK SLIDE
HELD ITEM: HARD STONE
SLOOSH
SLOOSH
SLOOSH
SLOOSH

HEH... SO YOU'VE MANAGED TO DEFEAT SHUCKLE...
CLICK
BUT YOUR STARMIE IS STILL IN A "POISONED" STATE...
YOU CAN'T CURE IT EVEN IF YOU WANT TO...
...AND YOU'VE ALREADY FINISHED ALL THE LUM BERRIES YOU HAD BEFORE COMING TO THIS ROOM, RIGHT?
WILL YOU KEEP FIGHTING WITH A "POISONED" POKÉMON, OR LET IT CURE ITSELF FIRST? IT'S OBVIOUS WHICH CHOICE IS MORE FAVORABLE!
...
LUCY SURE IS GOOD AT GOADING SOMEONE!
THE ONLY POKÉMON EMERALD HAS ON HAND THAT'S STILL IN FULL HEALTH IS RAPIDASH!
IF YOU ONLY HAD ONE MORE LUM OR PECHA BERRY, THIS BATTLE MIGHT HAVE TURNED OUT DIFFERENTLY.
THIS IS HOW THE BATTLE PIKE WORKS - IT'S A TRUE TEST OF YOUR "LUCK", WHERE EVEN ONE BERRY CAN MAKE A WORLD OF A DIFFERENCE! IN OTHER WORDS...
BANG! IF THEY BOTH KNOW WHAT POKÉMON THE OTHER OPPONENT HAS ON HAND, ONCE EMERALD SWITCHES RAPIDASH INTO THE BATTLE...
...LUCY WILL DEFINITELY COUNTER-ATTACK BY UNLEASHING HER MILOTIC ON IT!
EMERALD... WILL YOU LET YOURSELF BE GOADED...
...BY HER?!
I'M...
...YOU'RE DEFINITELY DOWN ON YOUR "LUCK" AT THE MOMENT...
...EMERALD!
I'M GONNA KEEP USING STARMIE!!
BAM
WELL? DON'T BE SO OBSTINATE AND DO AN EXCHANGE!
IF YOU RETURN STARMIE TO THE POKÉBALL, IT WILL USE ITS "NATURAL CURE" ABILITY TO RECOVER FROM THE "POISON".
ELISSEY HAS THE SAME ABILITY, AND IT HAS ALREADY RECOVERED FROM THE "POISON" AFTER YOU RETURNED IT TO THE POKÉBALL!

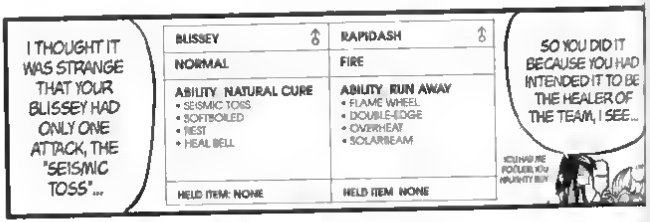
"PSYCHIC"!!
"MIRROR COAT"!!
SCREECH
BOOF
STUBBORN ONE, AREN'T YOU...
CRACK
A REBOUND!! STARMIE'S HIT BY A SPECIAL ATTACK AT DOUBLE THE POWER!!
OH, LOOK... THE POOR DEARS BARELY ALIVE! FINISH IT OFF, MILOTIC!
ONE LAST ATTACK!
IF I CAN JUST USE IT FOR ONE LAST ATTACK...!!
"THUNDER-BOLT"!!
ZAAAP
ZAAAP
• KNOCK OUT •
STARMIE
WATER / PSYCHIC
ABILITY NATURAL CURE
• ICE BEAM • RECOVER
• THUNDERBOLT • SURF
HELD ITEM NONE
• KNOCK OUT •
MILOTIC
WATER
ABILITY MARVEL SCALE
• ICE BEAM • RECOVER
• MIRROR COAT • SURF
HELD ITEM LEFTOVERS
THUMP
THUD
I SEE! ALTHOUGH STARMIE'S A WATER-TYPE, YOU SAVED ITS "THUNDERBOLT", A LEARNT SKILL, FOR THE FINAL ATTACK!
THAT'S WHY YOU INSISTED ON USING STARMIE UNTIL IT WAS ABLE TO DEFEAT MILOTIC!

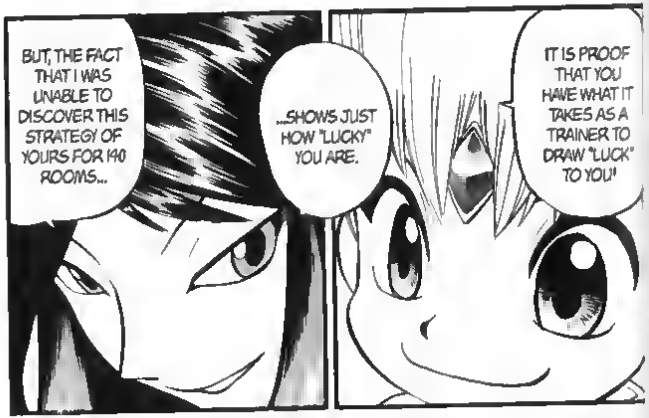
...RAPIDASH!!
AND EMERALD STILL HAS BLISSEY AND...
LUCY HAS ONLY ONE MORE POKÉMON ON HAND NOW!
DOES RAPIDASH HAVE ANY COUNTER-MEASURE AGAINST "POISON"?
IT WAS ABLE TO USE "FLAME WHEEL" TO BREAK OUT FROM BEING "FROZEN", BUT...
...EMERALD NO LONGER HAS ANY MORE BERRIES... IF RAPIDASH GETS "BADLY POISONED" BY LUCY'S SEVIPER, THEN ..!!
I KNEW IT!! IT'S "POISONED" ALREADY!!
WHOA! LOOK AT 'EM GO!
GIGGLE GIGGLE

THAT SHORTIE'S A SITTING DUCK FOR LUCY'S ATTACKS FOR SURE!
ALL HIS POKÉMON MUST BE POISONED BY NOW!
I CAN'T WAIT TO SEE HIS CRYING FACE...
HMM?
EMERALD'S POKÉMON IS POISONED, BUT...
LUCY'S ONLY LEFT WITH HER SEVIPER!!
...HE'S SOMEHOW MANAGED TO PUSH LUCY INTO A CORNER!
BRING HIM DOWN, LUCY!!
CUT THAT SHORTIE DOWN TO SIZE FOR THE FRONTIER BRAINS!
"GIGA DRAIN"!!

ZAAP
ZAAP
THUD
BESIDES REDUCING ITS HEALTH WITH "POISON", SHE USED THE "GIGA DRAIN" TO DRAIN EVEN MORE OF ITS HEALTH AWAY!
RAPIDASH IS DOWN IN THE BLINK OF AN EYE!
BLISSEY!
POOF
SHIT ALL BOILS DOWN TO A CONTEST OF STRENGTH! HUH?
"CRUNCH"!!
TWO CAN PLAY AT THAT GAME!!
"SESAME STREET"
WHAT AN INTENSE FLASH!
THEY'RE ON PAR...
...NO! LUCY'S SEVIPER IS DEFINITELY STRONGER...
WHAM
GUH! BLISSEY WAS TRAINED TO HAVE A HIGH DEFENSE ALONG WITH A GUTSY PERSONALITY, BUT...
AT THIS RATE...
LUCY WINS!!

YOU DID IT, LUCY!!
WAIT!!
BU
R
SOME-THING'S... NOT RIGHT...
TWINKLE
?
THIS SOUND...
SIZZLE
• KNOCK OUT •
SEVIPER ♀ POISON
ABILITY: SHED SKIN
• SWAGGER • GIGA DRAIN
• CRUNCH • POISON FANG
HELD ITEM: QUICK CLAW
KNOCK OUT!
SEVIPER'S BEEN KNOCKED OUT!
FLING
THAT MEANS EMERALD'S WON!!
SEVIPER'S ON FIRE?!
ROO-AR...
THAT'S... THE FLAMES OF "OVERHEAT"?!
THEN...
FLARE!
THE RAPIDASH...
...CAN STILL MOVE?!
BUT HOW...?!
!!
THE "HEAL BELL" AND..
TINKLE
"SOFT-BOILED"!!
"HEAL BELL" IS A SKILL THAT HEALS ALL PARTY MEMBERS STATUS ABNOR-MALITIES...
...WHEREAS "SOFTBOILED" IS A SKILL THAT GIVES A PART OF ITS HEALTH TO ITS COMRADES.
YOU MADE IT SEEM LIKE YOU WERE GETTING BLISSEY TO ATTACK DURING THE LAST ROUND, WHEN IN FACT, YOU WERE COMMANDING IT TO HELP RAPIDASH BY CURING IT.
AM I RIGHT?
GRIN


I THOUGHT IT WAS STRANGE THAT YOUR BLISSEY HAD ONLY ONE ATTACK, THE "SEISMIC TOSS"...
BLISSEY
RAPIDASH
NORMAL
FIRE
ABILITY: NATURAL CURE
• SEISMIC TOSS
• SOFTBOILED
• REST
• HEAL BELL
ABILITY: RUN AWAY
• FLAME WHEEL
• DOUBLE-EDGE
• OVERHEAT
• SOLARBEAM
HELD ITEM: NONE
HELD ITEM: NONE
SO YOU DID IT BECAUSE YOU HAD INTENDED IT TO BE THE HEALER OF THE TEAM, I SEE...
YOU MAY BE FOOLED, YOU NAUGHTY BOY.


BUT, THE FACT THAT I WAS UNABLE TO DISCOVER THIS STRATEGY OF YOURS FOR 140 ROOMS...
...SHOWS JUST HOW "LUCKY" YOU ARE.
IT IS PROOF THAT YOU HAVE WHAT IT TAKES AS A TRAINER TO DRAW "LUCK" TO YOU!

THE GOLDEN SYMBOL OF LUCK PROVES THAT YOU HAVE CONQUERED THE BATTLE PIKE WITH YOUR "GOOD FORTUNE".
HERE.
BUT I DIDN'T NEED IT?
SEE, THANK!
WHOA!!
DON'T DO THAT! PUT IT PROPERLY IN YOUR PASS, OKAY?!

THE SECOND DAY OF MY SEVEN-DAY CHALLENGE HERE...
...IS COMPLETE!
CLICK

YOU THERE! I'M IN THE MOOD NOW, SO I'LL GO TO YOUR FACILITY FOR TOMORROW'S CHALLENGE!
THAT'S BRANDON TO YOU!!
YA LITTLE PUNK!!

I'LL BE TAKING ON THE BATTLE PYRAMID TOMORROW! SEE YA!
OH, YOU DON'T HAVE TO GO BACK THE WAY YOU CAME, YOU KNOW. THERE'S AN EXIT THERE THAT LEADS DIRECTLY TO THE OUTSIDE...

THAT'S OKAY! I COULD USE A LITTLE WALK TO COOL DOWN!
CLANG
?

BWAHAHA! I'M NOT REALLY TAKING A WALK TO COOL DOWN, ARE YOU!
CLANG
TAP
TAP
TAP
IS THERE ANY PARTICULAR REASON WHY YOU'D WANT TO GO BACK?
OOPS, CAN'T FOOL YOU, HUH... WELL, TRUTH IS I JUST WANTED TO TALK TO THIS GIRL HERE.
THE MAID?
AREN'T YOU A STUD...

HOW DID IT GO?

YOU CAME ACROSS QUITE A LOT OF ROOMS WITH WILD POKÉMON, DIDN'T YOU? WERE THERE ANY POKÉMON THAT SEEMED SUSPICIOUS, LIKE THE SCEPTILE?
YEAH! IN ROOM 18, ROOM 56, ROOM 139, AND...
IF WE LEAVE THEM HERE, THEY MIGHT GO BERSERK AGAIN BECAUSE OF ONE THING OR ANOTHER!

DEAR MEMBERS OF THE PRESS

Thank you for being here to cover the opening of the Battle Frontier facility!

Please allow us to continue explaining the rules of the facilities.

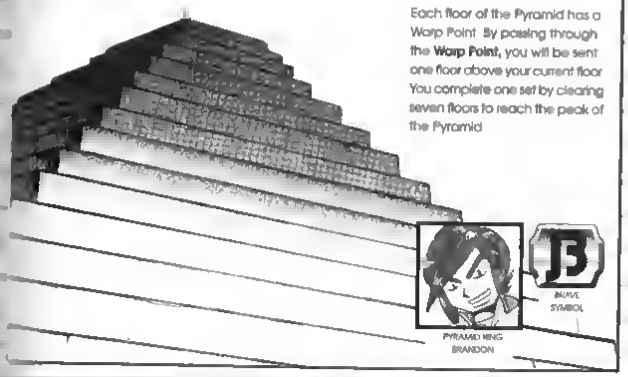
SCOTT

SUPPLEMENTARY RULES OF EACH FACILITY

BATTLE PYRAMID PART 1

BATTLE MODE	POKÉMON ALLOWED	OBTAINABLE SYMBOL	REQUIREMENT FOR SYMBOL ACQUISITION
SINGLE DOUBLE	THREE	BRAVE	10 SETS OF SEVEN FLOORS EACH = 70 FLOORS

Explore the Pyramid and aim for the top floor. Every time you enter the Pyramid, its interior changes. The facility is shrouded in darkness at first, but the place will slowly light up as you defeat the wild Pokémon and trainers there. You may also meet up with trainers who will drop hints about where the exit is located.



Each floor of the Pyramid has a Warp Point. By passing through the **Warp Point**, you will be sent one floor above your current floor. You complete one set by clearing seven floors to reach the peak of the Pyramid.